Do you have this Program? I'm sure I had it, but can't find now!

TI - ASTEROIDS
GAME PROGRAM

By

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INTRODUCTION

The year is 1993. It has been twelve years since Voyager 2 detected life on the Saturnian moon, Titan. Twelve years of planning and now the United States is ready to send a manned mission to Titan. Because of cuts in the U.S. budget during the early 1980's only three ships are available to make the long journey. A fourth ship is under construction, but it will not be completed in time to be launched with the others.

. This mission will be particularly dangerous. In order to rendezvous with the Saturn system, it will be necessary to fly through the asteroid belt between the planets Mars and Jupiter. The required flight path takes the spaceships through the densest part of the asteroid belt on a long, sweeping arc. Because of this, the trip through the asteroid belt will seem endless. And caution is the word since the slightest contact with an asteroid will destroy a spaceship.

Fortunately, the spaceships are not defenseless. Each ship has two PULSAR cannons which fire short bursts of high energy. The cannons fire simultaneously and are able to split large asteroids in two or completely destroy smaller asteroids. For emergency situations each ship has a hyperspace generator. When this generator is activated the ship will enter a hyperspace field for a few seconds. Upon leaving the hyperspace field, the ship will reappear in the vicinity where hyperspace was entered. This ability can be as dangerous as it is advantageous since it is possible to materialize in the path of an oncoming asteroid or, worse yet, on top of one.

INSTRUCTIONS FOR RUNNING PROGRAM

Select TI EXTENDED BASIC.

Loading from diskette:

1. Type CALL FILES (1) and press ENTER.
2. Type NEW and press ENTER.
3. Type RUN "DSK1.ASTEROIDS" and press ENTER.

Loading from cassette:

1. Type OLD CS1 and press ENTER.
2. Follow the instructions displayed on screen.
3. When the program has been entered, type RUN
    and press ENTER.

PLAYING THE GAME

After the title screen appears, the level of difficulty option menu is displayed (the cassette version has an optional feature which may be displayed first--see HIGH SCORE FEATURE, Cassette Version for details). The higher the level, the faster the asteroids move. Select the desired level and you are ready to play TI-ASTEROIDS.

```
┌─────────────────────────────────┐
│          ─────────────          │
│           TI-ASTEROIDS          │
│          ─────────────          │
│                                 │
│      LEVEL 1 = NOVICE           │
│      LEVEL 2 = INTERMEDIATE     │
│      LEVEL 3 = MASTER           │
│      LEVEL 4 = PRO              │
│    *PLEASE SELECT YOUR LEVEL*   │
└─────────────────────────────────┘
```

The game begins with the player having three ships. The player uses one ship at a time to destroy as many asteroids as possible. This is done by firing the PULSAR cannons. Points are scored by splitting or destroying asteroids with cannon fire. If a ship is hit by an asteroid, the ship explodes and a reserve ship must take its place.

Each ship can either turn clockwise [PRESS 1 (ONE)], turn counter-clockwise [PRESS 2 (TWO)], or move forward [PRESS 9 (NINE)]. The PULSAR cannons are fired by pressing 0 (ZERO). The cannons have a limited range of between 30 and 60 percent of the screen width. When the cannons are fired, all other ship motion ceases.

A ship may enter hyperspace at any time by pressing the Space Bar. When hyperspace is activated the ship disappears from the screen for a short period of time. During this time, a negative view of space is displayed on the screen. The ship reappears at a random location on the screen.

The asteroids occur in swarms, with five large asteroids in each swarm. When a large asteroid is hit, it breaks into two small asteroids and 450 points are scored. When a small asteroid is hit, it is destroyed and 900 points are scored. Destroying all the asteroids in a swarm scores a bonus of 500 points multiplied by the number of swarms destroyed. Then, a new swarm appears with the asteroids moving faster than in the previous swarm. For each swarm that you destroy, an asteroid symbol is displayed in the swarm counter area at the bottom portion of the screen. When four swarms have been destroyed an additional ship is awarded. Only one additional ship can be gained per game.

Whenever you are in control of the ship during the game, you may do one of the following:

1. Restart the game in progress by pressing REDO, or

2. End TI-ASTEROIDS by pressing ERASE, or

3. Return to the level of difficulty option menu by pressing BACK.

When all of your ships are destroyed, a GAME OVER message is displayed. Pressing any key will begin a new game at the current level of difficulty. You may change the level by pressing BACK and selecting a new level from the option menu. To end TI-ASTEROIDS, press ERASE.

GOOD LUCK AND MAY THE FORCE BE WITH YOU!

HIGH SCORE FEATURE

General Information

TI-Asteroids has four independent high score registers, one for each level-of-difficulty.

The current high score for the selected level-of-difficulty is displayed at the top center of the screen and is bracketed by double asterisks. If the level-of-difficulty is changed (by pressing BACK and selecting a new level), the high score for this new level will be displayed.

At the end of a game, if the score attained exceeds the displayed high score, an audible confirmation is sounded and the new high score is displayed.

Disk Version

The high score to date is automatically read by the program and is updated on the disk when necessary. No action by the user is required.

The high score values stored on the disk for the four levels of play may be manually changed, if desired, via the HIGH SCORE UTILITY PROGRAM which is described in a separate section.

Cassette Version

The high scores for the cassette version are those for a particular session. When the computer is turned off or a new program entered, the high scores are lost. However, the cassette version has an option that allows high scores from a previous game to be inputted by the user before beginning each session.

If a game is started with the command RUN, then the user will be given the opportunity to insert any values desired into the four high score registers. The option is entitled HIGH SCORE INSERTION ROUTINE and appears immediately after the introduction. After entering values for the four levels, the display instructs the user to press PRC'D to play TI-ASTEROIDS or REDO to change selections.

```
┌─────────────────────────────────────┐
│                                      │
│   ─────────────────────────────      │
│   HIGH SCORE INSERTION ROUTINE       │
│   ─────────────────────────────      │
│                                      │
│       Please enter high scores:      │
│                                      │
│             LEVEL 1 = 0              │
│             LEVEL 2 = 0              │
│             LEVEL 3 = 0              │
│             LEVEL 4 = 0              │
│                                      │
└─────────────────────────────────────┘
```

If the user does not wish to insert any high scores into the program, he may start the game with the command RUN 10. This will make the program skip the HIGH SCORE INSERTION ROUTINE.

When the player "quits" the game by pressing ERASE, the current high scores for each level of play are displayed on the screen under the heading HIGH SCORE STATUS REPORT. These values can be written down, saved, and re-entered when the game is played again. (Use the form at the end of this manual to record current high scores).

```
┌─────────────────────────────────────┐
│                                      │
│   ─────────────────────────────      │
│   HIGH SCORE STATUS REPORT           │
│   ─────────────────────────────      │
│                                      │
│             LEVEL 1 =               │
│             LEVEL 2 =               │
│             LEVEL 3 =               │
│             LEVEL 4 =               │
│                                      │
│   * READY *                          │
│                                      │
└─────────────────────────────────────┘
```

"ZERO-OUT" Feature

The program contains a high score "ZERO-OUT" feature. This enables the player to replace the _displayed_ high score with zero and play the game with temporary high scores. The true high scores are always retained internally by the program.

The displayed high score is "Zeroed-out" by doing one of the following:

1. Press SHIFT 0 (ZERO) at the conclusion of any game. The displayed high score will be replaced by zero and a new game started.

2. Press SHIFT 0 (ZERO) when the level-of-difficulty menu is displayed. The screen will turn from light yellow to light red. Select the level of play. When the game starts, the displayed high score will be zero. Pressing SHIFT 0 (ZERO) a second time, _before_ selecting the level of play will turn the screen back to light yellow and cancel the "zero-out" option.

When the "zero-out" option is activated, the displayed high score will be replaced by zero. The first score that is earned becomes the temporary high score and will be displayed. The true high score is always retained internally by the program and may be restored to the screen by returning to the level-of-difficulty option menu (press BACK) and reselecting the appropriate level of play. If the "zero-out" option is in use and a score is earned that is greater than the true high score, the true high score register is updated accordingly. (In the disk version, this score will be written to the disk at this time).

The "zero-out" option is useful in that it allows a two player version of TI-ASTEROIDS to be played. The following is an outline of the procedure:

1. Activate the "zero-out" option as previously described.
2. The first player then plays the game and when finished, his score will be displayed as the high score.
3. The second player plays the game. His score will be displayed in the upper left portion of the screen.

4. If the second player's score exceeds the first player's score, this will be audibly announced and the second player's score becomes the high score.

5. Pressing SHIFT 0 (ZERO) will start another two-player game.

6. The true high score (to date/per session) is always retained by the program and may be displayed on the screen as described in the previous paragraph.

HIGH SCORE UTILITY PROGRAM

This is a stand alone program, available on the disk version only. It will allow the user to enter values into the four high score registers that are used by the TI-ASTEROIDS program. After entering values via this program, the user can play TI-ASTEROIDS directly or save the values on disk for later games. All user input requirements are prompted by messages displayed on the screen.

Running the Program

1. Select TI-EXTENDED BASIC

2. Type CALL FILES(1) and press ENTER

3. Type NEW and press ENTER.

4. Type RUN "DSK1.SCORE" and press ENTER

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4

QUICK REFERENCE GUIDE

Press	Action
1	Turns ship counter-clockwise
2	Turns ship clockwise
9	Moves ship forward
0 (ZERO)	Fires pulsar cannons
Space Bar	Activates hyperspace
ERASE	Ends game
BACK	Returns to Level-of-Difficulty option menu
REDO	Restarts game in process
SHIFT 0 (ZERO)	Activates high score "zero-out" option. (See High Score section for details.)

SCREEN DISPLAY

```
+-------------------------------------------+
|              **HIGH SCORE**               |
|   CURRENT SCORE          RESERVE SHIPS    |
|                                           |
|                                           |
|   SWARM COUNTER          PLAYING LEVEL    |
+-------------------------------------------+
```